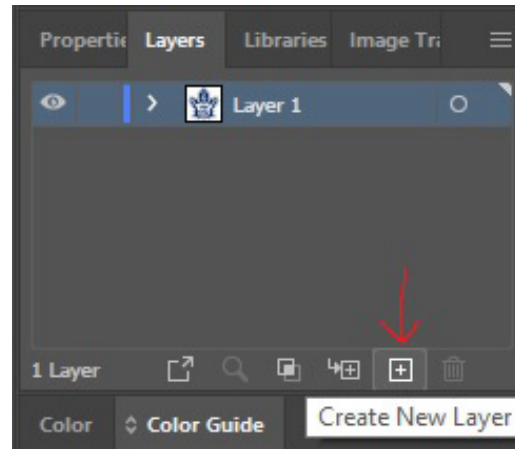The first thing we'll do is create a New Layer within the art file.

To do so, select the Window dropdown on the top left of the screen and select the Layers option. This will open the Layers tool bar on the right of the screen.
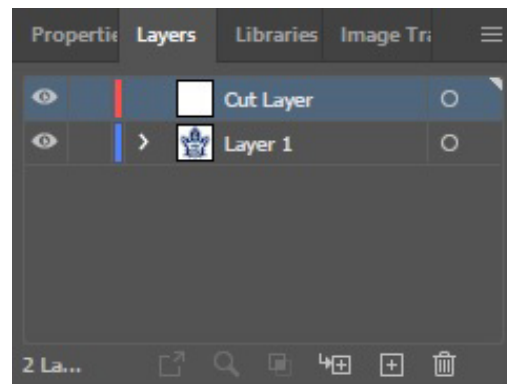
To create the new layer, click the Create New Layer button, which is a + inside of a square icon.

Then, we will have to rename the new Layer "Cut Layer" or some other name to help identify the purpose of the layer.
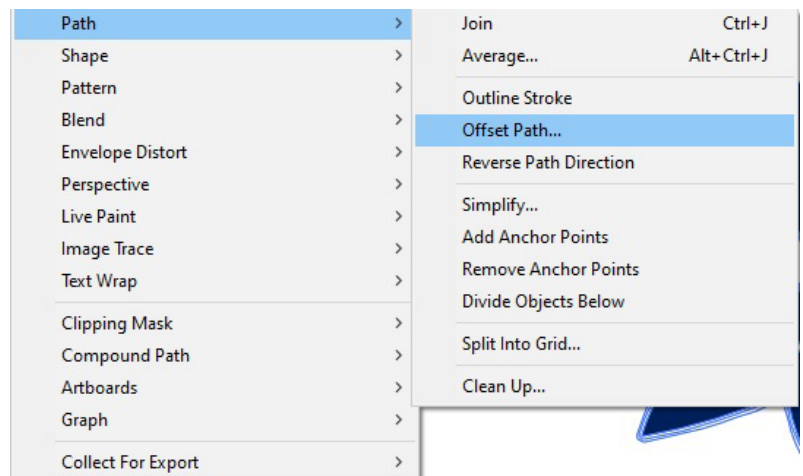
To do this, double click the New Layer and rename.

This step is not as important for use with Onyx or any of the other RIP programs.
However, it will be CRITICAL if your customer is planning on printing and cutting using the Cutting Master plugin from Graphtec.
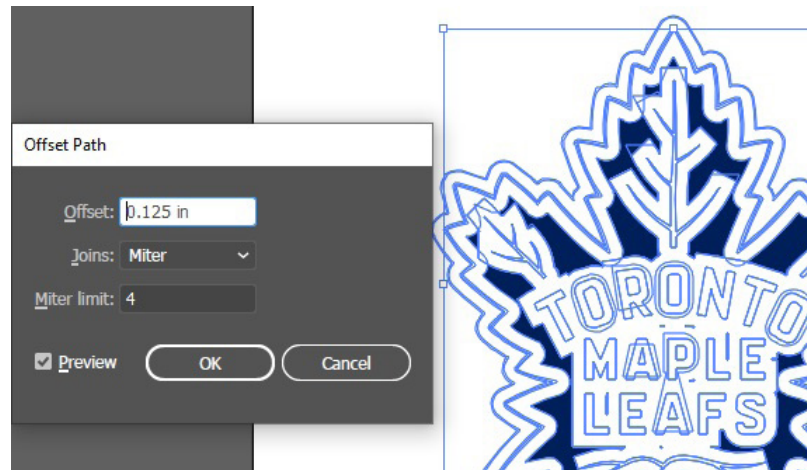
Now that we have our home for the cut lines we are going to create, we'll go ahead and create our cutline. We'll be doing this with the Offset Path tool.

To find this tool, go to the Object drop down and navigate down to the Path option and select OffSet Path from that subgroup.

Once we open the Offset Path tool, we will get the option to control the offset. This will be the tool used to create the outline we will be using for the cut file. In this example, we will be using a 1/8" offset which will give us 1/8" of white space around the logo.

You can see that it clearly doesn't look right. Don't worry, we'll be fixing that next.
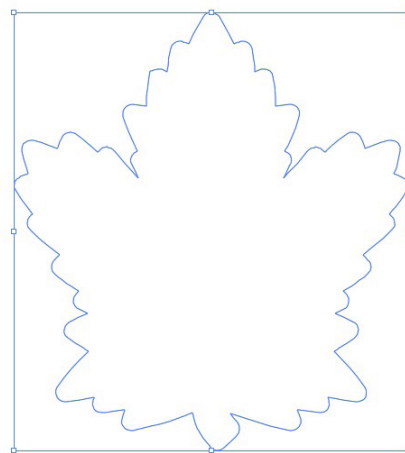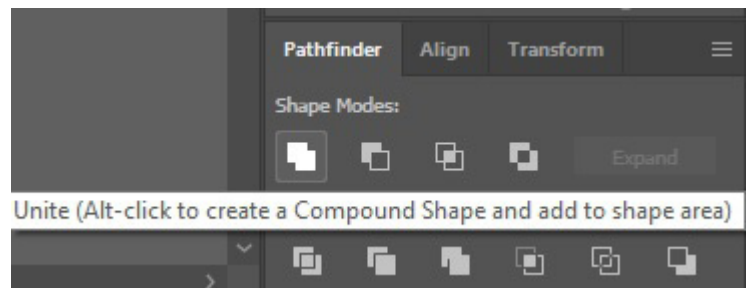

After we click OK, we'll look for the Pathfinder tool. This tool will be used to remove all of the objects that don't look right in our logo and completely flatten it, giving us a nice outline in the same shape of our logo.
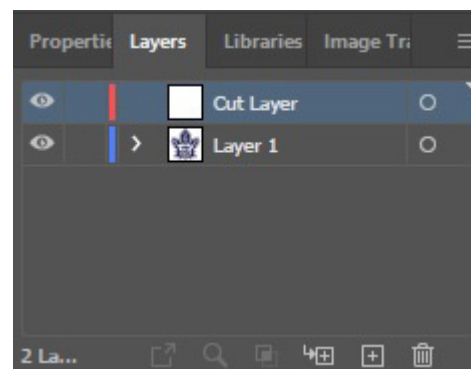
To find the Pathfinder tool, select the Window dropdown on the top left of the screen and navigate to Pathfinder.

The toolbar that will open up will look like the picture to the right. The mode we will use in Pathfinder is the Unite mode.

This is what will flatten the logo.
What we are left with is the image to the right.

Now that we have our outline, we're going to Cut the object (Edit > Cut) by pressing Control + X on the keyboard. Next, we select our Cut Layer and Paste the object in front using Control + F on the keyboard.

2

The next thing we will need to do is set the colour of our cutline to use a stroke colour instead of a fill colour. This step is NOT critical, but we do it so we can see our design and cutline clearly.

First we will click on outline we will be using for a cutline. Then, on the left side of the screen, at the bottom of the toolbar, we will find the objects colour.

The white square on the left is the current colour of the object, the square on the right, with the red line through it, is the stroke colour. We're going to click the icon above those boxes (the corner angle with arrows) to swap the fill and stroke colours to give make our stroke colour white.

Now that our object has an outline colour, we need to assign it a spot colour. The spot colour is used in Onyx, Flexi, and most other RIP softwares to identify a cut path. It is not necessary in the Cutting Master plugin that is used by Graphtec.
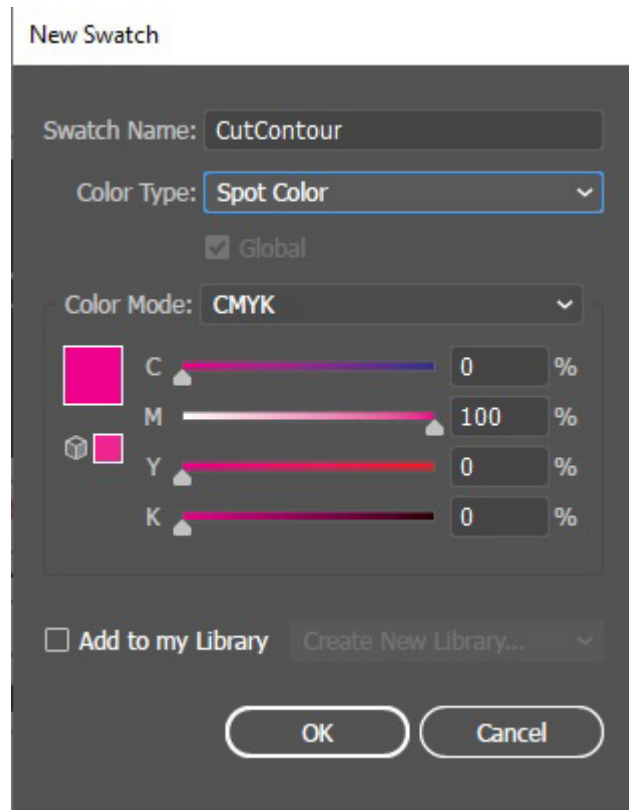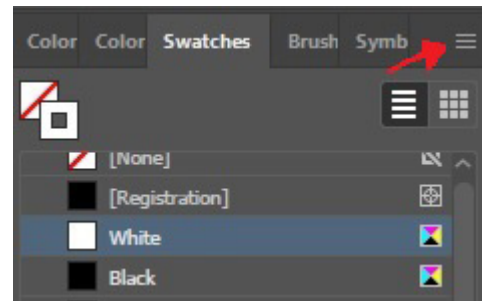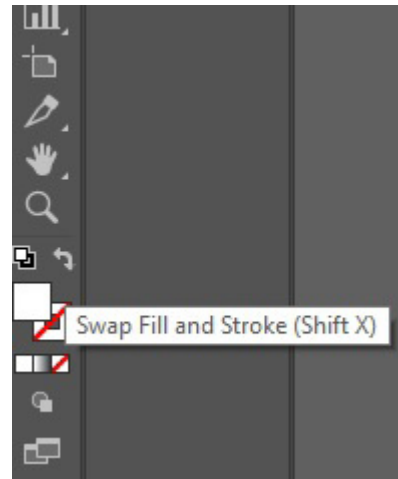
To create the spot colour, we will need to go to the Window dropdown on the top left of the screen and navigate to the Swatches option. Once selected, we will get the Swatches toolbar pop up on the right side of the screen. In that toolbar, click the icon (3 lines) and select New Swatch.

Once that is open we will get a window like the picture on the right.

Here we will name our spot colour. It is CRITICAL that the name of the colour is spelled out exactly as shown. **CutContour** .

The colour does not need to be 100% magenta. This is done for contrast and so we can identify, easily, that there is a cut line.

Now that this step is complete, we have a working Print and Cut file that can be used within Onyx and other RIP softwares, as well as, the Cutting Master plugin for Graphtec!

The next thing we'll look at is creating a secondary cut line that will be used for Perf cutting (Graphtec) of Flexcut (Summa).

We can utilize the Offset Path tool again but on the outline that is in the Cut Layer, if we are using the one single art file.

Another thing we can look at is doing something totally different which can be used to result in something that is a much nicer presentation for customer to offer or just easier for them to handle in production.

Here we are going to make multiple copies of the same file, but then we will perf cut a set of copies at a time.

In this example, we used the Rectangle Tool to simply draw a square that was 8.5" x 11" around 4 copies at once. This makes for a nicer presentation, as well as, makes it faster and easier for production.

After drawing the squares around the sets of logos, one CRITICAL thing to be aware of is that the create a Perf Cut Layer to move the Perf outline to.

One way we can do this, is to create the new layer and make sure it is positioned in the list UNDER the Cut Layer. With the objects we are going to use as a Perf Cut selected, we will see a small box on the right side of the Layer window to indicate what layer the object is one. In the picture on the right, we see it is currently on the wrong layer as the box is on the edge of the Cut Layer.

To move this, all we need to do is drag it down to the Perf Cut Layer. This will move all those objects from the Cut Layer to the Perf Cut Layer.

The Cut layer NEEDS to happen before the Perf Cut Layer because once the Perf Cut happens, the media can become unstable and you can risk the objects falling out of the media and cause a jam.